instruction booklet

midway arcade treasures

TEEN
T
CONTENT RATED BY ESRB

MIDWAY

Warning

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

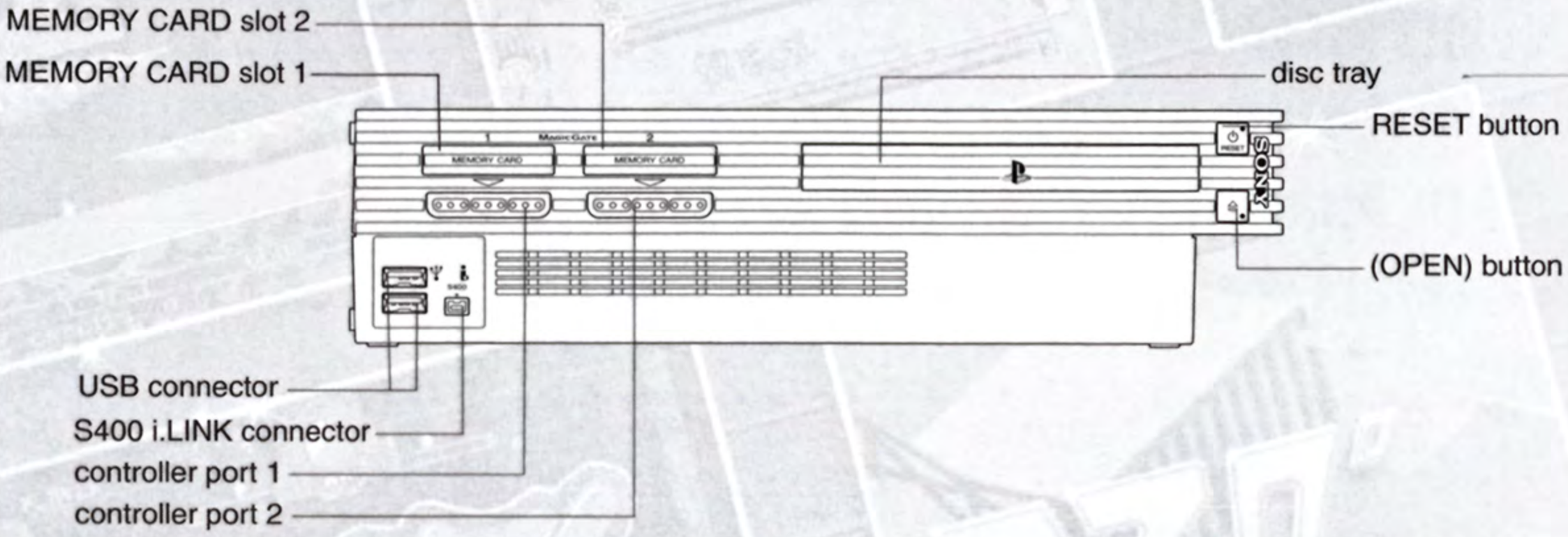
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- **This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.**
- **Do not bend it, crush it or submerge it in liquids.**
- **Do not leave it in direct sunlight or near a radiator or other source of heat.**
- **Be sure to take an occasional rest break during extended play.**
- **Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

Table of Contents

Getting Started 2
Starting Up 3
Main Menu 4
Controls/Saving 5
720° 6
Blaster/Bubbles 7
Defender/Defender II 8
Gauntlet 9
Joust/Joust II 10
Klax 11
Marble Madness 12
Paperboy 13
Rampage 14
Rampart 15
RoadBlasters 16
Robotron: 2084 17
Root Beer Tapper 18
Satan's Hollow 19
Sinistar 20
Smash TV 21
Splat! 22
SpyHunter 23
Super Sprint 24
Toobin' 25
Vindicators 26
Credits 27
Warranty 29

Getting Started

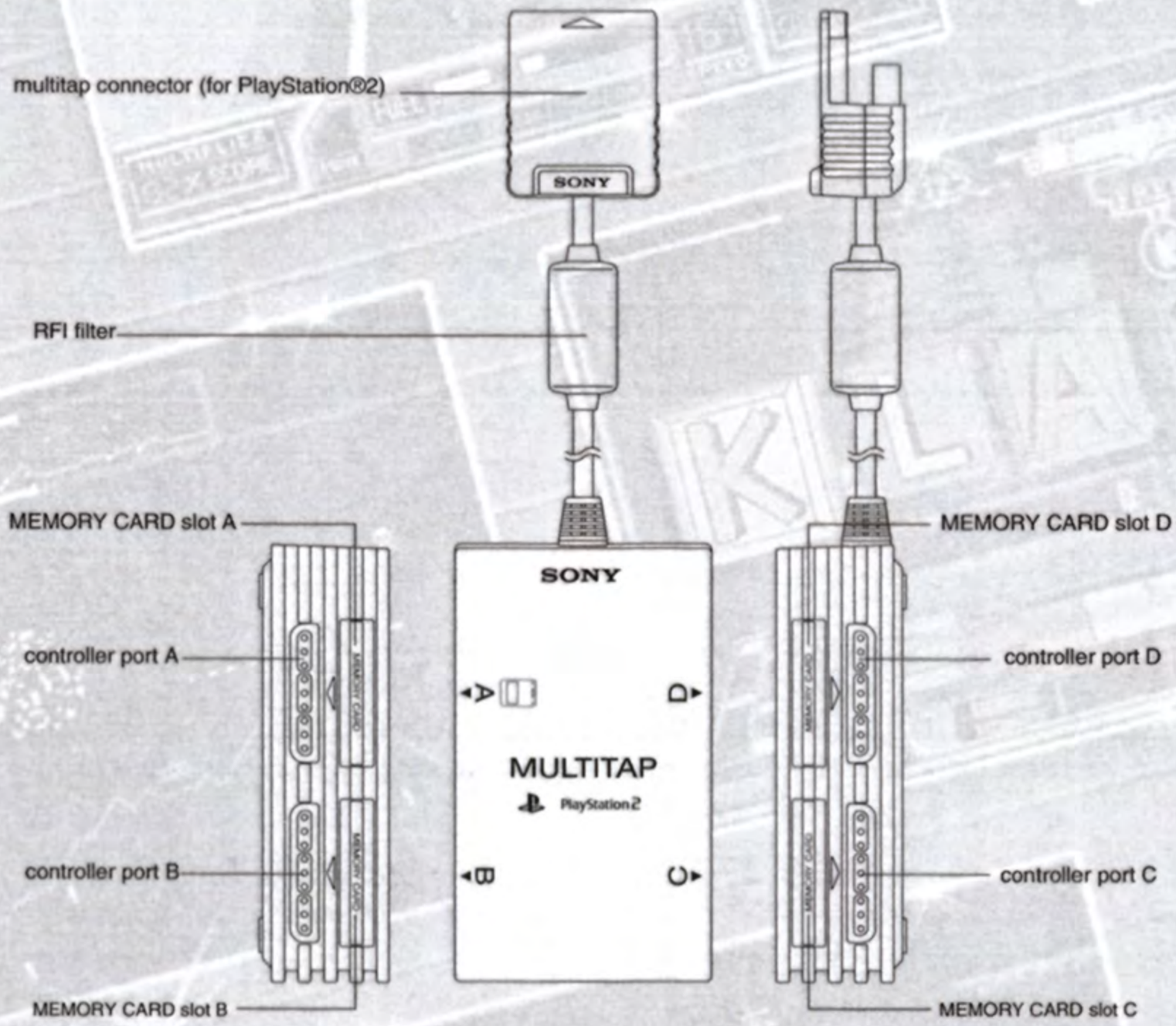


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Midway Arcade Treasures™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MULTITAP COMPATIBLE

Some games in MIDWAY ARCADE TREASURES support up to 4 players. Use a multitap (for PlayStation®2) to gain access to 4 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B, etc., when using a multitap.

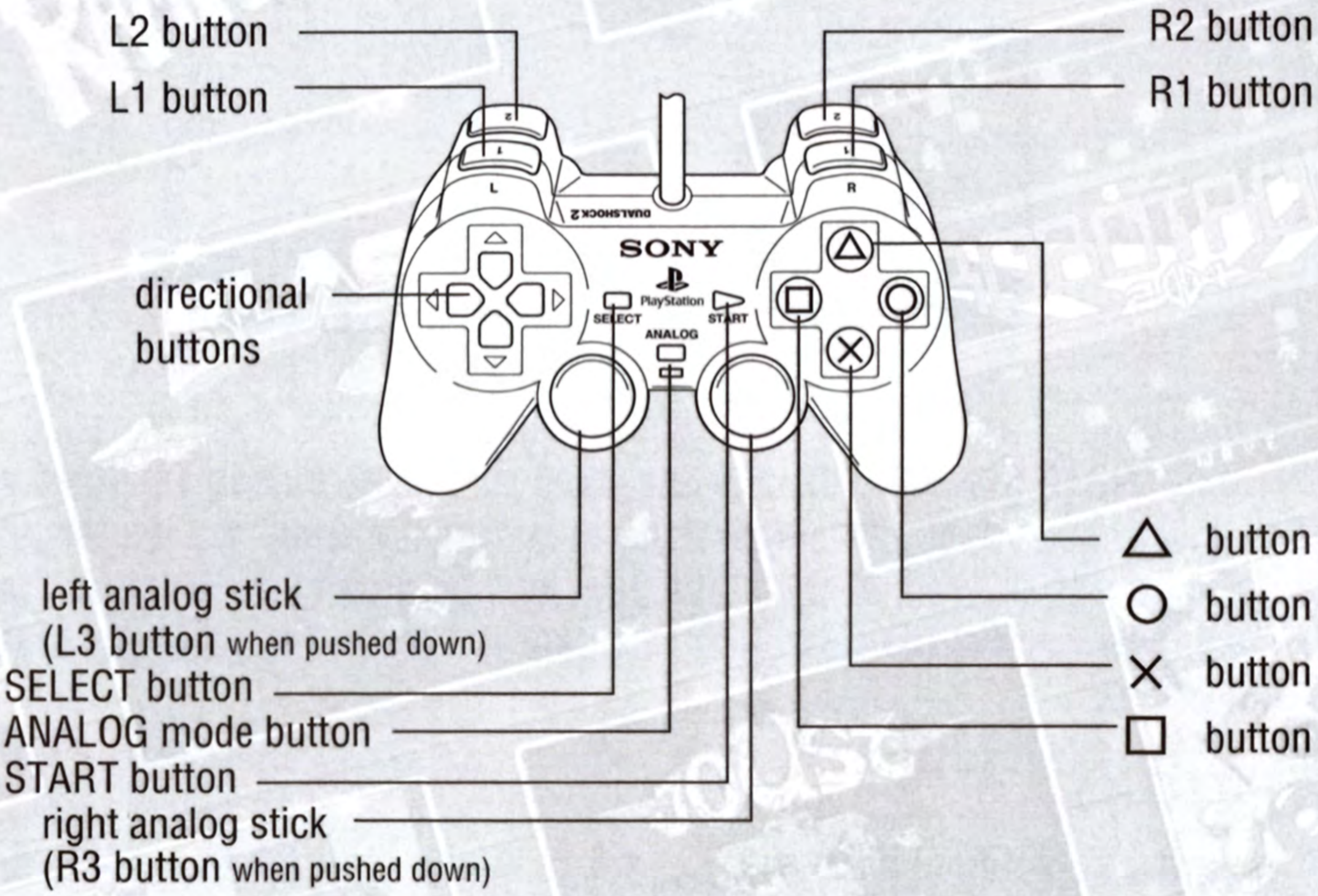
Multitap (for PlayStation®2)



Starting Up

This game does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



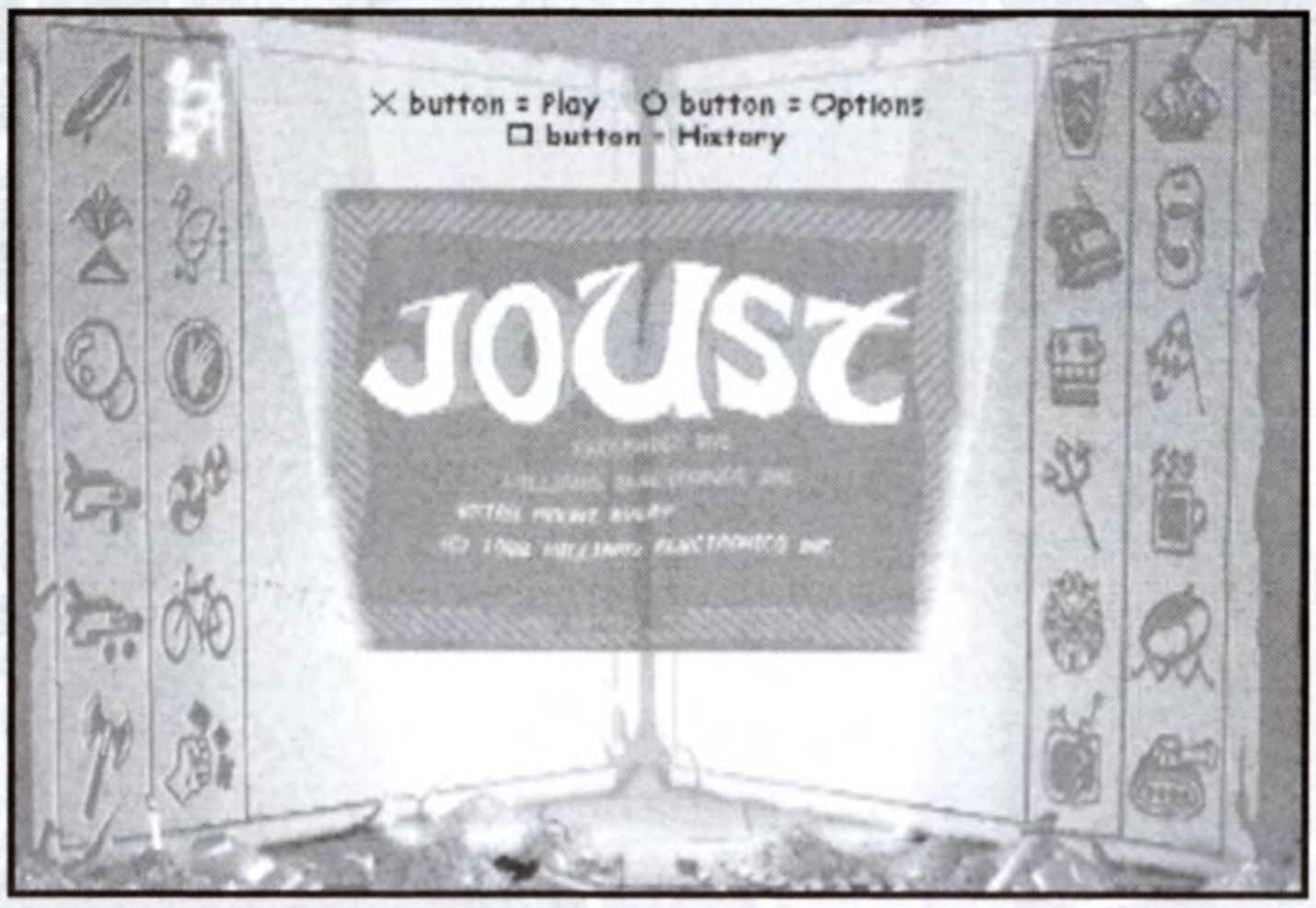
Quitting a Game in Progress

To quit a game in progress, press the START button during the game. The Pause Options Screen will appear. Select Quit. When asked "Are you sure?", confirm by selecting Yes. You'll then return to the Main Menu.

Menu/Sub-Menu Navigation

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (↑, ↓, ← or → depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the ⊗ button. To go back to the previous menu and/or cancel the previous selection, press the △ button.

Main Menu



The Main Menu displays an icon for each of the 24 games included in MIDWAY ARCADE TREASURES. Press the directional button ⬆, ⬇, ⬅ and ➡ to highlight an icon. A game preview will be displayed in the center of the screen. Press the ⊗ button to select the game and go to the Main Title Screen.

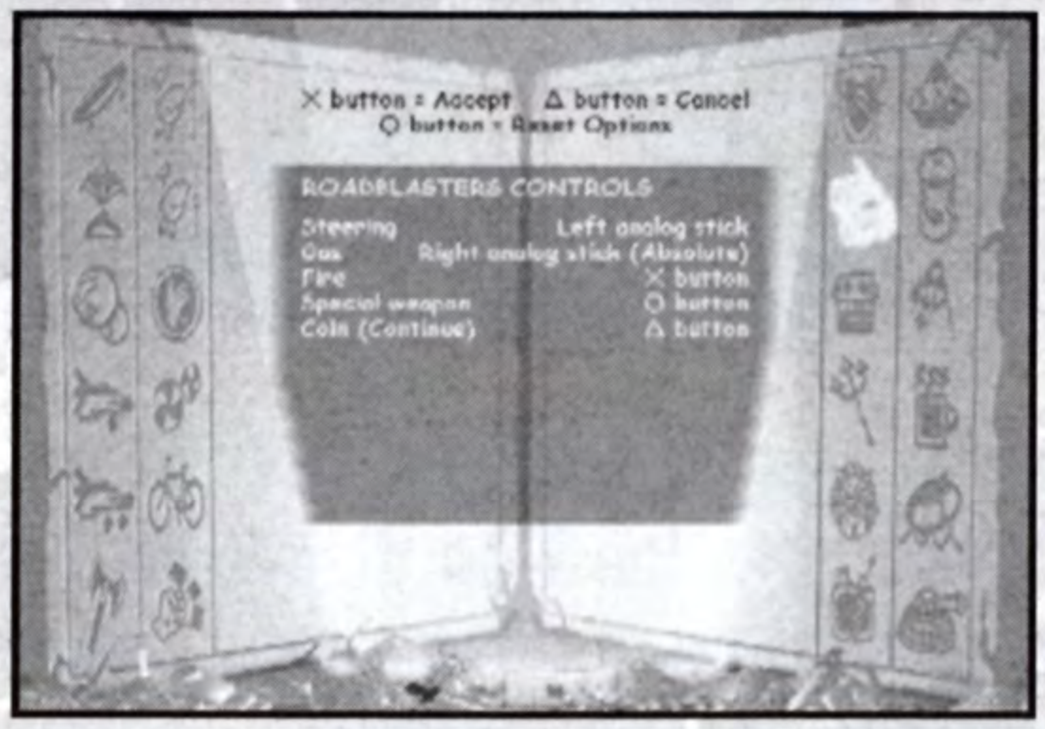
Options

To view the selected game's options, press the ◉ button. The options for the selected game will be displayed. You can use this menu to set up the game the way you want. It's also recommended that you study the Controls for the game prior to playing (see next page).

History

To view a selected game's History, press the △ button. You'll learn about the games that preceded the more modern games of today. On-screen controls display how to navigate the menu. You can select Interviews, Trivia, Gallery or information about the game's History.

Controls / Saving



Controls

Game controls are available within each Game's Options Menu. Press the ◉ button to view the menu, then select Game Controller Setup. Study the controls listed on-screen. When you're done, select Accept changes and exit to return to the game's Options Menu.

When studying the controls, you may come across Relative and Absolute control configurations.

Relative Controls

All the way up accelerates, and all the way down decelerates.

Absolute Controls

All the way up is full gas, and all the way down is no gas.

Saving Games

MIDWAY ARCADE TREASURES lets you save accumulated data to your memory card (8MB) (for PlayStation®2). We highly recommend using a memory card to enjoy the many features you'll find in this game.

Data will be automatically loaded each time you start your console, as long as your memory card is inserted in MEMORY CARD slot 1, or MEMORY CARD slot 1-A if you're using a multitap (for PlayStation®2). This prevents you from having to go through the menus to adjust the settings to your liking each time you want to play the game.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play. Do not add or remove a memory card while saving is in progress.

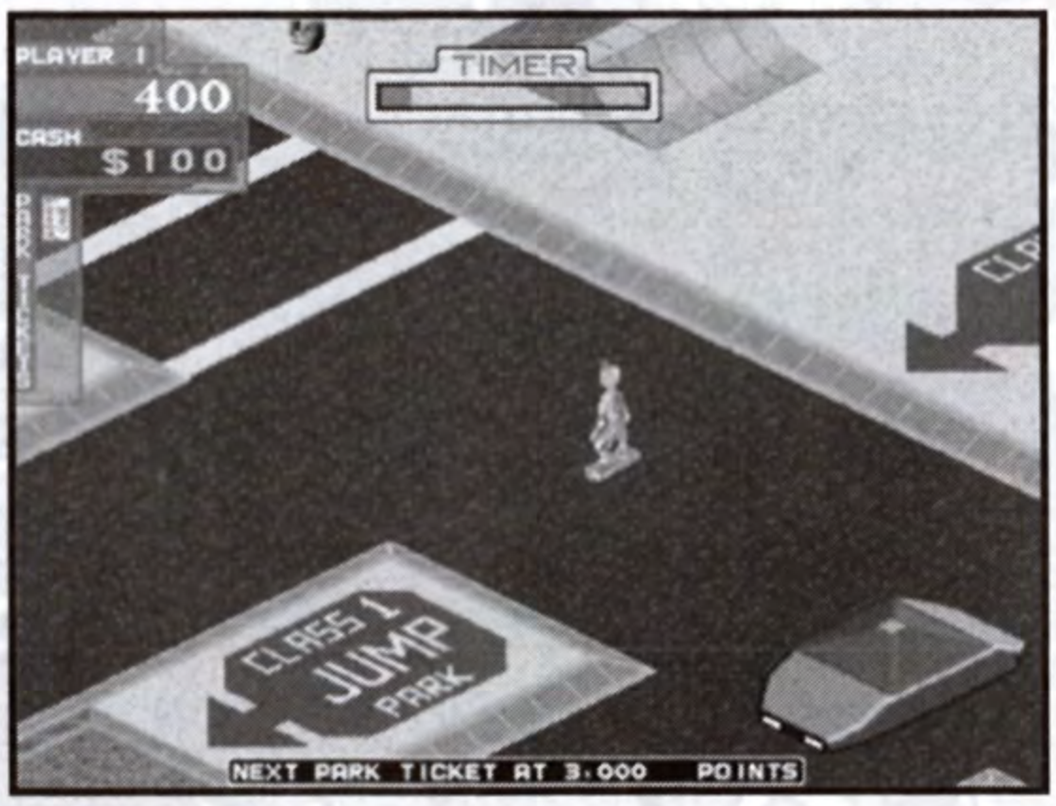
720°

You're the skater and must earn the right to compete in the skate parks of the city and ultimately win the title of the champion of the skating world. You'll begin in the middle of "Skate City", where all surfaces are skateable - a skateboarders dream world!

You'll need to earn tickets for performing skillful skate maneuvers in the city. Tickets allow you to enter the skate parks where you'll compete against the clock for gold, silver or bronze medals. "Cash" prizes are awarded to the skater if he qualifies for a medal, and after the skate park competition, the game continues back in the city for more freestyle action.

Numerous hazards and obstacles create a busy scenario in the city, and you'll have a limited time to get to another skate park. Use "Cash" winnings to buy skating equipment from various skate shops located throughout the city.

Boards offer faster speed, Helmets allow more risk-taking for successful maneuvers, Pads give faster recovery from falls and Shoes provide better height on jumps and quicker starts.



Hints & Tips

- Watch for loose cash blowing around in the streets.
- Skating the Free Parks will help you get points.
- Jumping over obstacles helps you earn more points.
- Try to take jumping short cuts in the Downhill Park.
- Sliding in the Ramp Park will help you get a better score.
- Make sure you pick up new gear. This helps you skate better.
- Knocking down obstacles will earn you points.
- Keep track of your time and money!

Blaster / Bubbles

The Robotrons have conquered Humanity and the fate of civilization rests upon your flying and shooting skills. You must fly through 19 rigorous levels until you reach your ultimate destination, Paradise. The endless waves of enemies you will face include: the Roto-Shooting Robots, Runaway spaceships, evasive Vampire Ships, squads of Saucer ships, the Masterminds and more! Rescue helpless spacemen floating in the Planetoids and the Time Tunnel. Blast as many enemy objects as possible, or be blasted. You can play alone or against a friend for point supremacy in your race to reach PARADISE - 20 million light years away!

Battles happen everywhere, including the kitchen sink! You begin the fight as a small bubble. Move around the sink and collect as much dirt and grime as possible before they go down the drain. As you merge with the bubbles, you will grow larger. Watch out for dangerous objects such as razor blades, bugs and brushes!

The larger you grow, the less control you will have, so be careful! Join forces with the Cleaning Lady to shove your enemies aside and rid the sink from the scum of evil. It may be a dirty job, but it's a necessary one as each sink gets dirtier and dirtier! As you grow in size, your bubble will slowly grow a face as well. Once your bubble has a face, you can go down the drain. If your bubble doesn't have a face, you can only go down the drain when it flashes. Otherwise, stay away from the drain!

BUBBLES POINT TOTALS

Crumb - 100 pts.
Ants - 150 pts.
Greasie - 200 pts.
Cleaning Lady - 500 pts.
(plus additional points for items collected)

Roach - 1000 pts.
Dive Ahead Bonus - 1000 pts.
(per Bubble growth)

Defender / Defender II

In the future, the galaxy is invaded by hostile alien forces. Attacking in countless swarms, the aliens decimate all planets they encounter. Those who survive the initial invasions are harvested to serve the alien invaders. Mankind's only hope lies in you, the Defender!

Navigate your starfighter through a hideous maze of alien forces. Destroy all those who stand in your way as you race to save the planet's inhabitants from being harvested. If an alien is taking a civilian off of the planet, carefully aim and blast the alien away. You must be quick on the throttle though. The civilian will fall to their death if you don't pick them up in time.

Your ship is equipped with the latest in intergalactic combat technology. Use its Smart Bombs, Warp activation equipment and fast response time to your advantage. It won't be an easy mission, but you're all the galaxy has left!

Just when you thought the galaxy was safe from attack comes the smash sequel to Defender! It's twice the danger and twice the excitement as you once again try to exterminate the alien invaders. This is not the same Defender you're used to!

Defender II returns with the same great features that made it a classic. All new enemies make navigating each planet even more difficult than before. Now your ship is equipped with the INVISO power, an invisibility mechanism that cloaks your ship (for a limited time) from the invaders.

DEFENDER POINT TOTALS

Lander – 150 pts.
Mutant – 150 pts.
Swarmer – 150 pts.
Baiter – 200 pts.
Bomber – 250 pts.
Pod – 1000 pts.
Saved Humans – 500 pts.

DEFENDER II POINT TOTALS

Space Guppie – 200 pts.
Firebomber – 250 pts.
Fireball – 100 pts.
Lander – 150 pts.
Baiter – 200 pts.
Mutant – 150 pts.
Pod – 1000 pts.
Swarmer – 150 pts.
Phred – 200 pts.
Big Red – 200 pts.
Munchies – 50 pts.
Dynamo – 200 ps
Space Hum – 100 pts.
Bomber – 250 pts.
Saved Humans – 500 pts.

Gauntlet

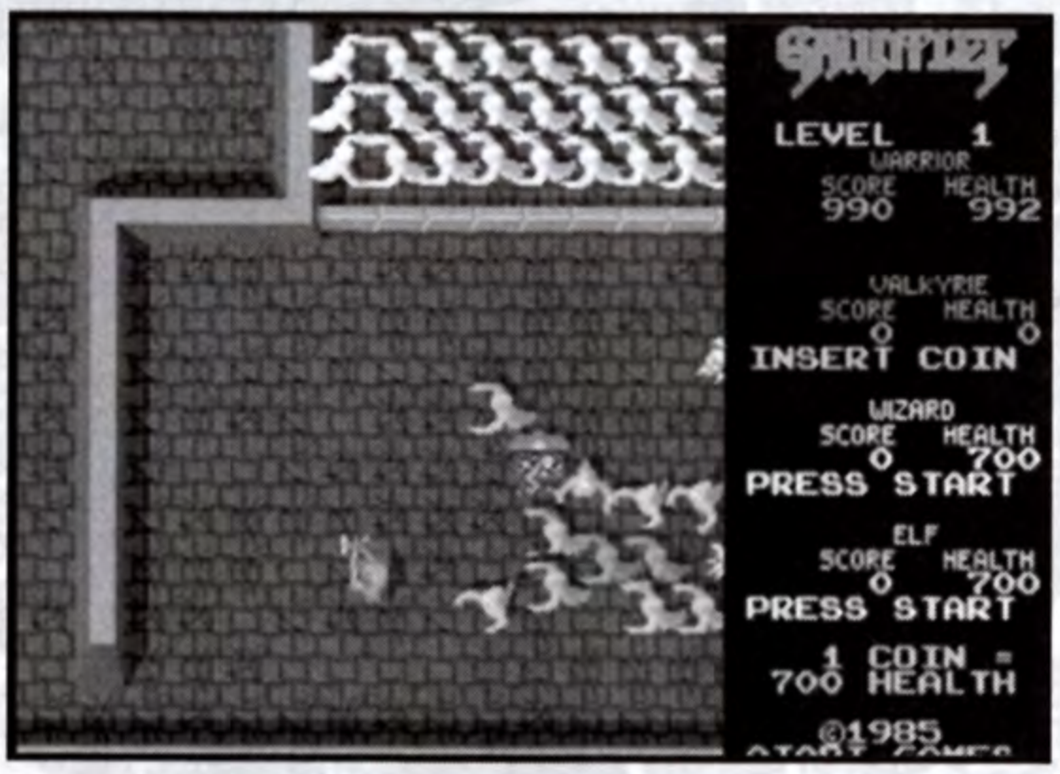
Players choose any of the four Gauntlet characters to portray: Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard or Quester the Elf. Each of these heroes has their own unique capabilities. Thor the Warrior is skilled at hand-to-hand combat. Thyra the Valkyrie has strong armor, Merlin the Wizard the best magic and Questor the Elf the fastest speed.

The action begins as the players cooperate to combat waves of attacking monsters while competing for food, treasure and magic potions. Every game is a unique event as different players team up combining new skills and strategies. At level 1 players will find exits going to other levels. Players may choose to exit level 1 and jump as far ahead as level 8. On level 8 and beyond players will find themselves on any one of over one hundred different mazes.

How long a player lasts depends upon the player's "health". At the start of the game players set the amount of health with which they would like to begin their adventure. Health is lost by contact with the monsters and as a function of elapsed time. Health can be regained by picking up the food which can be found in most of the mazes.

GAUNTLET POINT TOTALS

Ghosts - 20 Pts.
Treasures - 100 Pts.
Grunts - 10 Pts.
Demons - 10 Pts.
Lobbers - 10 Pts.
Sorcerers - 10 Pts.
Thief - 500 Pts.



MULTITAP COMPATIBLE

Gauntlet supports up to 4 players. Use a multitap (for PlayStation®2) to gain access to 4 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B, etc., when using a multitap.

Joust / Joust II

Take to the skies on your trusty steed, and duel with the armies of evil. This molten arena is home to flying vultures and sinister lava trolls. Vanquish your enemies as fast as you can to avoid the dreaded Pterodactyl! This creature rules the skies and should be avoided at all costs.

Evil knights are transported into the arena to do battle with you. Take them out by landing on top of them. If you choose to attack them head on, make sure you are slightly higher in the air than they are. Upon defeating an enemy, they will be enclosed in an egg and scattered on the battlefield. Collect these eggs before they hatch for points and to ensure they don't turn into warriors again!

It is a dark and evil time where everyone and everything is your enemy. You must ride forth upon your trusty steeds, the awesome Ostrich and the noble Pegasus to fly against the horrid forces of the Buzzard Deities. Only speed and the advantage of altitude will save you against enemies such as the tiny and quick Crystal Bats, Buzzard Knights, Mechanical Buzzards and the unbeatable Pterodactyl. Lava Trolls, Sea Monsters, Booby Traps, Lightning, and Mutant Buzzards are other obstacles to overcome. Vanquish all enemy objects on the screen to proceed to the ultimate nightmare, the Knight Lords. Your crusade does not end until you reach all 99 levels. You can enter your crusade alone or have a friend join you.

JOUST POINT TOTALS

Bounder	-	500 pts.
Hunter	-	750 pts.
Shadow Lord	-	1500 pts.
Pterodactyl	-	1000 pts.
Eggs/Flightless Knight	-	250 pts.

(points multiply for additional ones collected)

JOUST II POINT TOTALS

Eggs/Flightless Knight	-	250 pts.
Bounder	-	500 pts.
Crystal Bats	-	500 pts.
Hunter	-	750 pts.
Shadow Lord	-	1500 pts.
Pterodactyl	-	1000 pts.
Deceptus	-	3000 pts.

Klax

Klax is a challenging puzzle game. The object is to get a "Klax" by matching three tiles (of the same color) in a row. You must catch the tiles as they come down the ramp and deposit them into the wells below your paddle. There are different types of waves (or stages) in Klax. Some will require a certain number of Klaxes to advance, while others require a specific kind of Klax to advance.

PLAYING THE GAME

To drop the tiles, press the ⊗ button. Try to match them up vertically, horizontally or diagonally. As the tiles come down the ramp, you can press the directional button ↓ to speed up the tiles. Once you catch a tile on your paddle, you can press Up on the Directional button to launch the tile back onto the ramp. Keep in mind that the paddle can hold 5 tiles and the well can hold 25 tiles. When you get a Klax, the selected tiles will flash and disappear. Once they disappear, any tiles that form a Klax will flash and vanish as well. It can be tough to do but the points you will get for having a multiple Klax are worth it!

Now once you catch a tile on your paddle, move the directional button ← or → to select a well to drop the tile in. Press the ⊗ button to drop the tile. Sometimes a "Wild Tile" will appear. This tile will flash with the different tile colors and can be used to connect any tile (of matching colors) to form a Klax. Wild Tiles are extremely helpful when scoring points.

There are many different waves in Klax. A Klax Wave requires a specific number of Klaxes to advance. A Diagonal Wave requires a specific number of diagonal Klaxes to advance to the next level. Horizontal Waves requires horizontal Klaxes. A Point Wave requires that you score a certain number of points to advance. Finally, Secret Warp Waves will warp you to another level when you get a Klax.

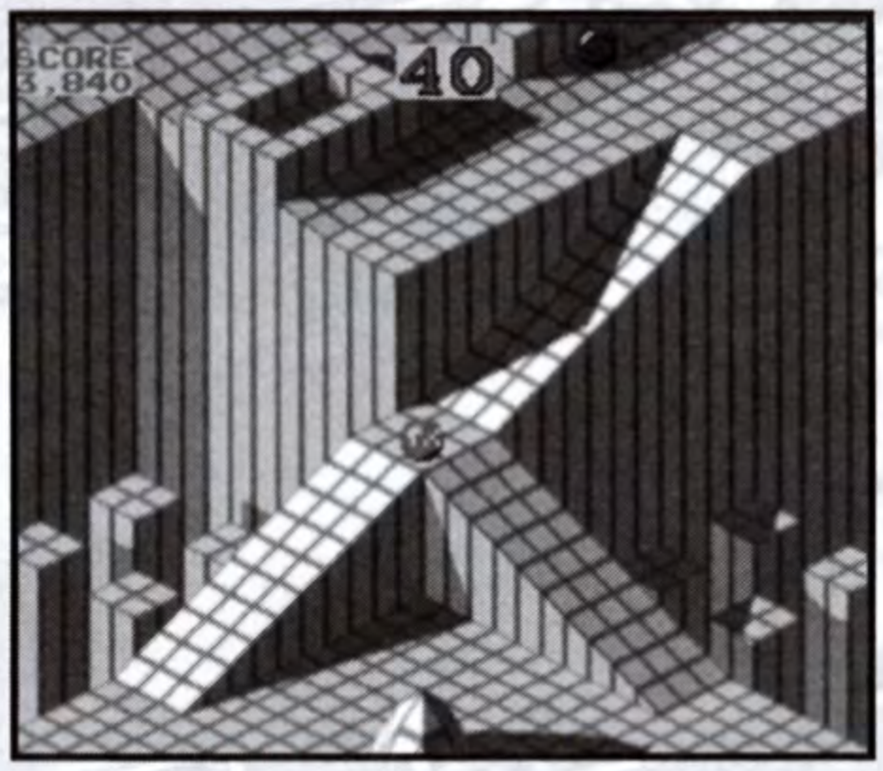
Marble Madness

In Marble Madness, you control a marble and race against time (or an opponent in a 2 Player game) to reach the goal line at the bottom of the playfield. Crashing or collision with playfield obstacles causes a loss of time to complete the race.

Six different waves provide increasing challenge. Playfields, obstacles and colors will change as you complete each level. Wave 5 is the "silly wave" where preceding rules and laws are backward. You can attack obstacles for points and generally experience different laws of gravity. It's a break or "bonus" wave. Wave 6 is the final "ultimate wave".

LEVEL COMPLETION BONUS

Level 1 - 1,000 pts.
Level 2 - 2,000 pts.
Level 3 - 3,000 pts.
Level 4 - 4,000 pts.
Level 5 - 5,000 pts.
Level 6 - 6,000 pts.



ENEMIES

1,000 pts. for defeating the Steelie.

CHUTES

Chutes will drop your marble into another area of the level.
2,000 pts. for moving through the chute.
4,000 pts. for the separate chute in Level 2.

TIME REMAINING

100 pts. for each second remaining on the clock.

LEVEL 1 PAINTED BLOCKS

There are a few numbered blocks on Level 1 near the end. Landing on them will give you the following points:

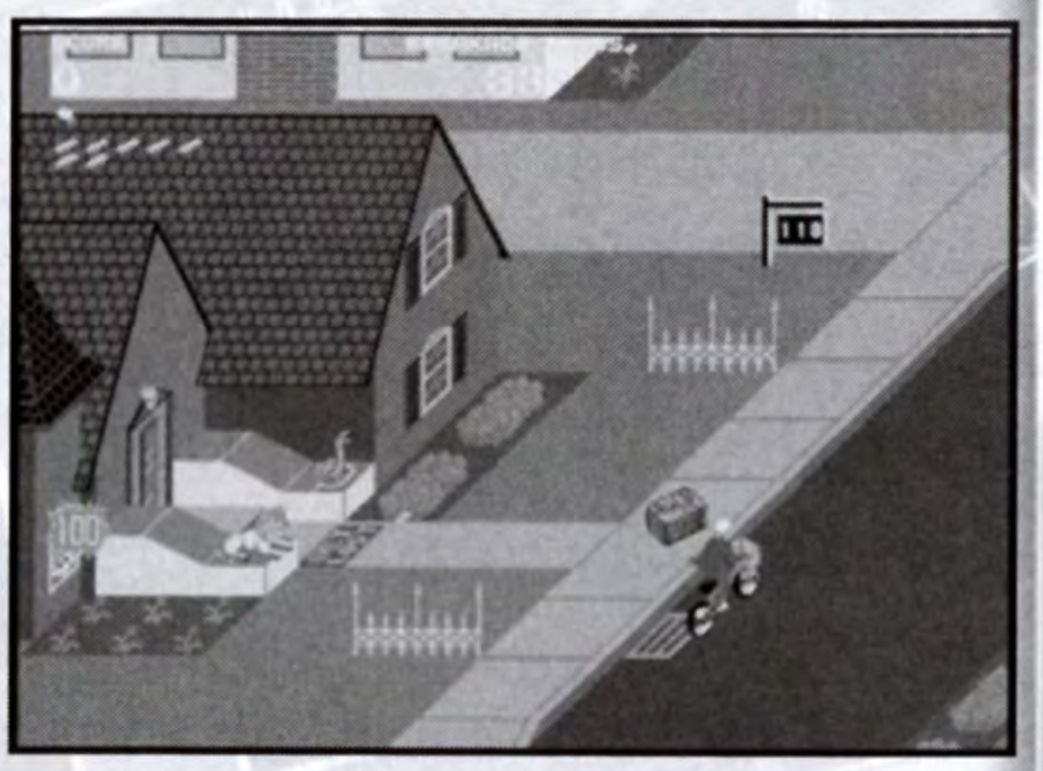
Land on #3 - 3,000 pts.
Land on #4 - 4,000 pts.
Land on #5 - 5,000 pts.
Land on #6 - 6,000 pts.

GAME COMPLETION BONUS

20,000 pts. for finishing the game.

Paperboy

Players begin by selecting 'Easy Street', 'Middle Road' or 'Hard Way'. Once the street has been selected, the player is set for an awesome ride. You have full control of the bike's acceleration or tire screeching, sudden stops. The object is simple.



Use the ⊗ button to deliver papers to the houses on your subscription route. (More points are scored by hitting the mail boxes.) Papers can also be thrown on Non-Subscribers' house to break windows and hit other target objects (for fun of course).

Gameplay proceeds by days of the week. Each game consists of a 7-day week starting on Monday. You must get through your route each day and try to make it all the way to Sunday. Every new day offers more excitement and challenge in the form of zany neighborhood characters and obstacles. To keep the game going, you must ride over bundles of papers to restock your supply. The game is over when all customers or lives are lost.

Hints & Tips

- Remember to pick up the bundles of newspapers you see. These will help replenish your supply and help you to make your deliveries.
- Throw your newspapers with caution. Sure you can rack up some points, but if you don't deliver to a customer's house, they'll cancel their subscription!
- Watch out for moving objects. These are sometimes difficult to avoid.
- Slow down when approaching an intersection. Make sure you know how fast the cars are going before you try to cross the street!
- Stay away from storm drains in the street.

Rampage

RAMPAGE

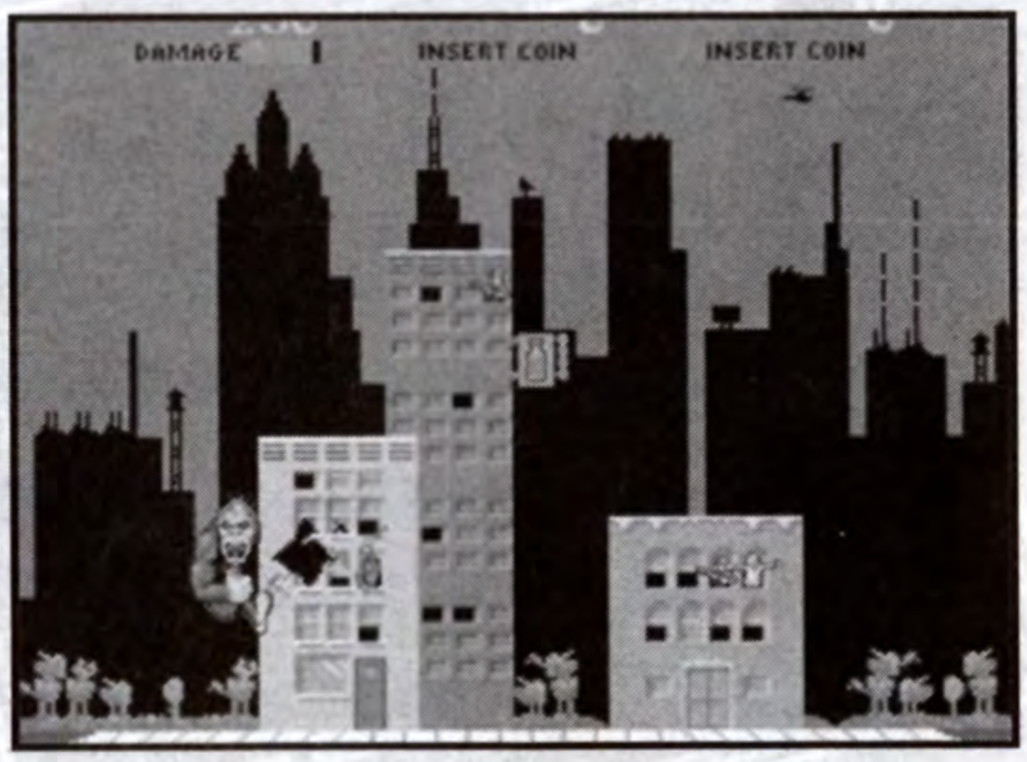
What do you do when three normal humans are transformed into towering monsters bent on destroying the country? Take control of one of them and go on a Rampage of course! The original version of Rampage comes home with all of the elements which made it an arcade classic!

Control one of three gruesome beasts and travel from city to city destroying everything in sight! George the Ape, Lizzie the Lizard and Ralph the Wolf make up the terrible trio of monsters. In your quest for destruction, you must climb buildings and pound them into the ground.

Make sure you jump from the collapsing buildings. A fall from those heights will seriously injure you. During the game you will have to fight past the many enemies such as helicopters, tanks and snipers! Destroy these enemies before they destroy you. Once you have destroyed all of the buildings you can advance to the next city.

Each building features items which will give you strength, power or cash as well as items which will hurt you. Punch holes in the buildings and punch again to grab the various items in them. All food items will help restore some of your health. There are cash items such as a safe and money bags that will help boost your point total.

Another way to gain health is to eat people. They can be either people on the street or people in the buildings you're destroying. Just make sure they're not holding any bombs. If you happen to swallow a bomb, you'll be spitting fire and that's not a good thing!



MULTITAP COMPATIBLE

Rampage supports up to 3 players. Use a multitap (for PlayStation®2) to gain access to 3 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B, etc., when using a multitap.

Rampart

RAMPART

The object of RAMPART is to survive the endless onslaught of your enemy. In order to survive a round, you must build protective walls around your castle. After each round of attacks, you will be given pieces of wall for you to construct your rampart. These pieces are all different from one another and can be turned by pressing the ▣ Button. Carefully place each piece around your castle until you have surrounded it. You must hurry because if the clock runs to zero and you haven't surrounded a castle, your game is over. Once your castle is surrounded, you will see the floor turn a bright "checkerboard" pattern. Once this has happened you can place your cannons to launch your own attack against your enemy.

Place your cannons inside your fortress by using the directional buttons. If you finish one round of combat and successfully surround your castle walls, you will receive 2 cannons to use. If you have surrounded another castle you will receive 1 cannon for each castle you surround. Once you have chosen a spot for the cannon, press the ⊗ Button to place it there. When firing on the enemy, move the cursor (or target) to where you wish to fire and press the ⊗ Button (hold down the ◉ Button to move your target/cursor faster).

MULTITAP COMPATIBLE

Rampart supports up to 3 players. Use a multitap (for PlayStation®2) to gain access to 3 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B, etc., when using a multitap.

RoadBlasters

RoadBlasters is a futuristic warfare game where YOU battle evil opponents from behind the wheel of a high-performance armored car with unique special weapons.

The roadway leads you through a progression of countries, alternating checkpoints and rally points. Checkpoints are midpoint goals that award additional fuel as you race past. Rally Points are similar to finish lines in ordinary race games, because they indicate the completion of a race section. Bonus fuel is awarded and player performance is evaluated on a scroll-up display at each Rally Point.

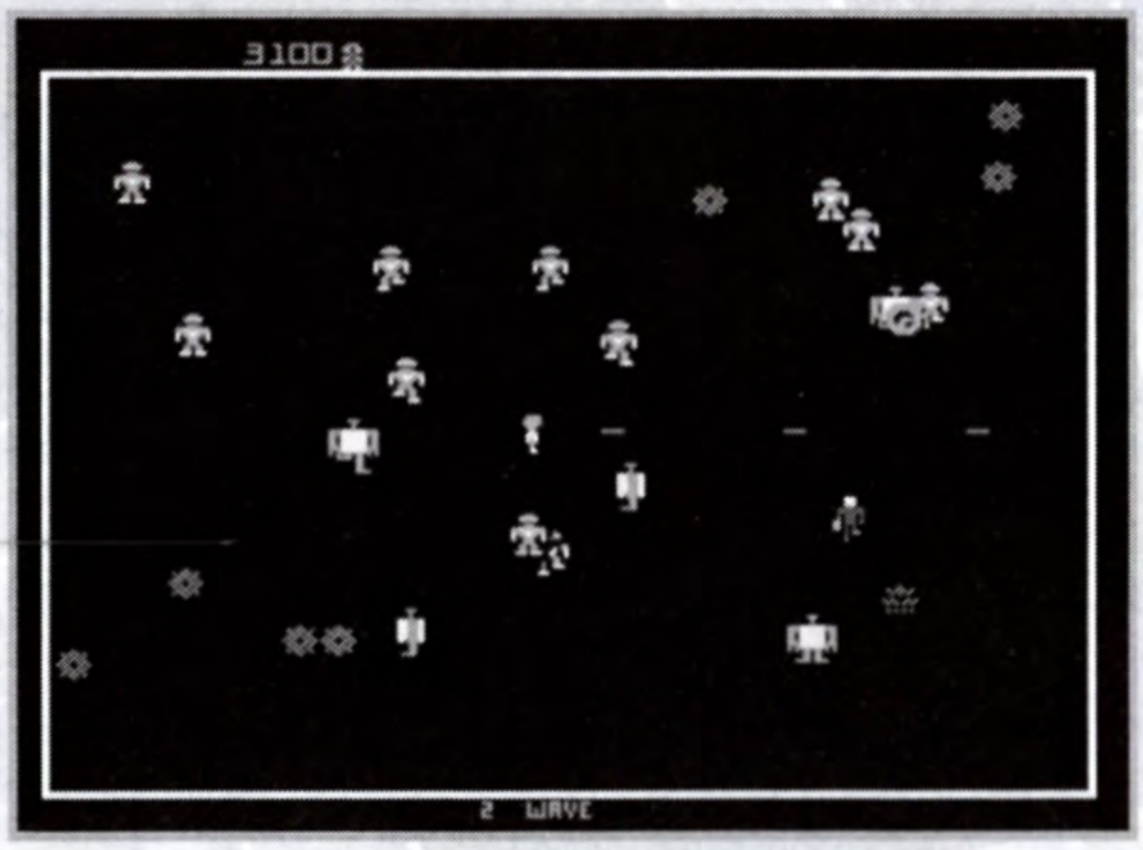
The sleek, fast Stingers, heavily armored Command cars, evasive and unpredictable Rat Jeeps and quick, darting Cycles combine forces to try and prevent you from reaching the next Rally Point. In addition, there are mines in the road, gun turrets shooting at you, bombs thrown by the opponent vehicles and other obstacles to be avoided. By docking with the special weapons pack dropped by a support jet, you can acquire special weapons like: A Cruise Missile, a Nitro Injector, a U.Z. Cannon or an Electric Shield.

The game ends when you run out of fuel. There are green and red fuel globes along the roadway that you can tag to obtain more fuel. Red globes are worth more fuel, but they're harder to obtain than the Green globes.

Robotron: 2084

In the near future, humanity has been nearly wiped out by Robotrons. Your mission is to defend the last human family on the planet. The fate of our race depends on you and you alone!

This fast-paced arcade classic puts you up against a variety of obstacles. Not only must you blast your way through the countless hordes of Robotrons, but you must save as many humans as possible! Each level is a virtual deathtrap complete with swarms of Grunt Robotrons, unstoppable Hulk Robotrons and danger galore!



ROBOTRON: 2084 POINT TOTALS

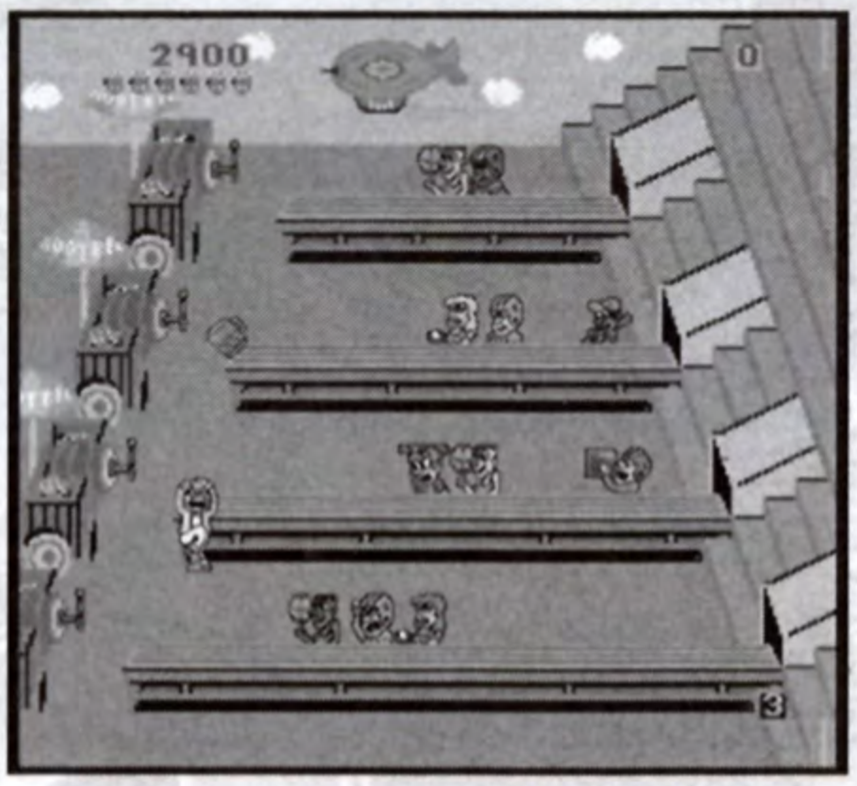
Electrodes - No pts.
Grunt Robotrons - 100 pts.
Hulk Robotrons - No pts.
Spheroid - 1000 pts.
Quark - 1000 pts.
Cruise Missiles - 25 pts.
Prog - 100 pts.
Enforcer - 150 pts.
Tank - 200 pts.
Saved Humans - 1000 pts.
(points multiply for additional ones saved)

Root Beer Tapper

You're all alone, the last of the Root Beer Servers and everyone and their mother is thirsting for a tall, icy cold mug. They're coming from near and far. Cowboys, Athletes, Punk Rockers and even a few aliens are on their way. Their thirst, however, is all they can think about.

They will come at you again and again with no remorse until their thirsts are satisfied. If they reach the end of the counter before you can serve them their Root Beer, they will not be happy and may have to resort to violence.

Make sure to serve one Root Beer per customer and to be wary of the Root Beer bandit who is always ready to mix your Root Beers up. So, it's up to you to keep all the customers happy by tapping Root Beer then sliding it to them before they reach the end of the counter. Who knows, they may even leave a tip!



ROOT BEER TAPPER POINTS BREAKDOWN

Slide a patron out the door in the Saloon	-	50 pts.
Slide a patron out the door in the Sports Bar	-	75 pts.
Slide a patron out the door in the Punk Bar	-	100 pts.
Slide a patron out the door in the Alien Bar	-	150 pts.
Catch an Empty Glass	-	100 pts.
Pick up a tip	-	1500 pts.
Pick the correct can in the Bonus Round	-	3000 pts.
Clear a stage	-	1000 pts.

Satan's Hollow

THE ADVERSARIES

Defeat the menacing gargoyles who swarm down in formation and attack. Battle the egg droppers who release flaming eggs of fire and bombers who seek to destroy unfinished bridge. Avoid the deadly flaming breath of Satan's head, who grows larger each passing second.

THE CHALLENGE

Destroy the swarming gargoyles and win bridge pieces one-by-one. Build the bridge and cross into the valley to battle Satan himself.

THE WEAPONS

Take aim using a control grip with fire trigger. Use the protective shield to defend and destroy all enemies. Complete the final conflict and add barrels to your shop for additional fire power.

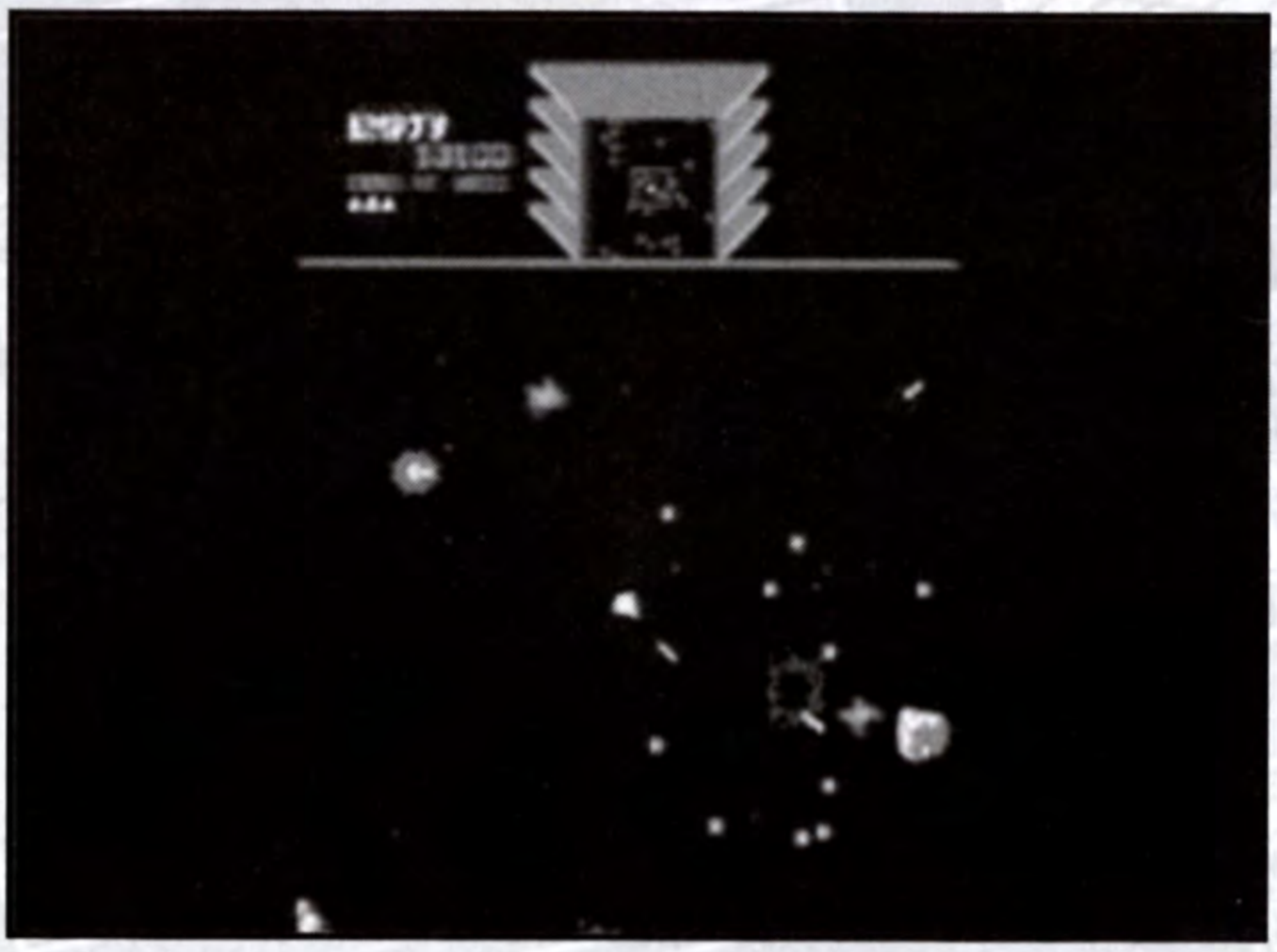
THE FINAL CONFLICT

Build the Bridge of Fire and battle Satan, who hurls deadly accurate pitchforks. Win devilishly high scores by destroying Satan, then move on for more difficult challenges with even more higher point values.

Sinistar

Deep in space, trouble is brewing. Hidden within planetoid fields lies an evil force known as Sinistar! This ageless phantom of space collects floating debris to form its evil shape. When the Sinistar is formed, no ship is safe!

Fast and powerful, the Sinistar does have its weakness. Floating planetoids contain valuable minerals which can be forged into seeking bombs! Use these bombs to blast away the wicked amalgamation of Sinistar!



SINISTAR POINT TOTALS

Planetoids	-	5 pts.
Workers	-	150 pts.
Crystals	-	200 pts.
Warriors	-	500 pts.
Sinistar Pieces	-	500 pts.
Destroy the Sinistar	-	15000 pts.

Smash TV

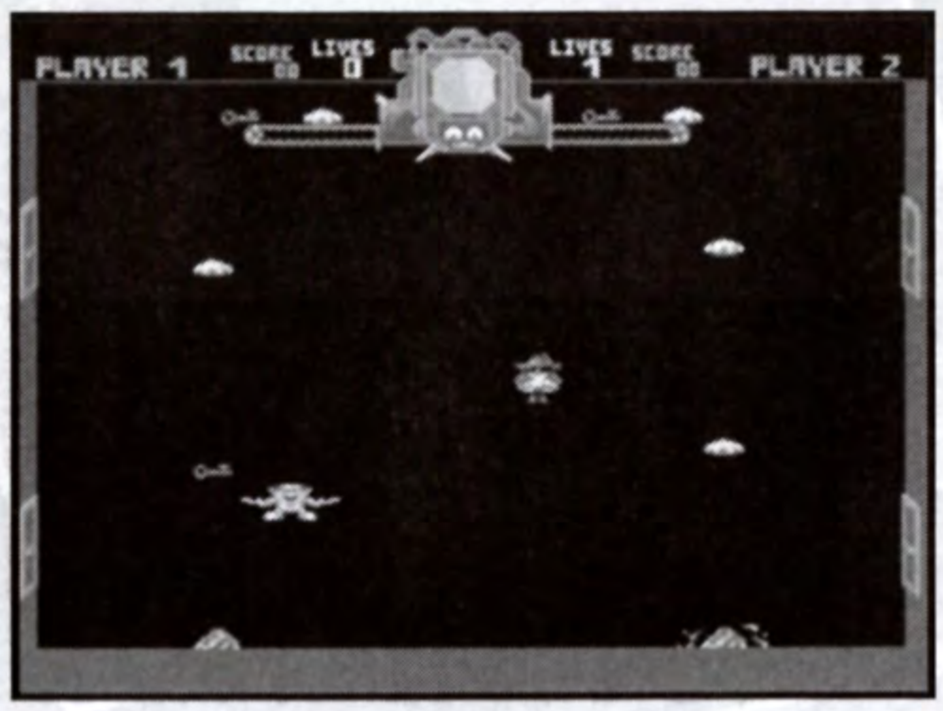
It is a dark future. Television is still the most popular media in the country. As in days long before, the game show is the most watched program on the screen. The top rated show is none other than Smash T.V.! Yes, Smash T.V., the game where contestants go up against hordes of mutants and weapon-toting maniacs for cash and fabulous prizes! The winner of this game gets to walk away with the ultimate prize...their life!

PLAYING THE GAME

The object of the game is basically kill or be killed. Shoot your way through the levels while collecting valuable Bonus Icons and Power-Up Icons. The Bonus Icons are tallied after you complete a boss level. These bonuses include things like Toaster Bonuses, Cash Bonuses and even Automobile Bonuses! Points are awarded for these bonuses as well as exterminating your enemies. Power-Up Icons include rockets, shields and grenade launchers. All of these Power-Ups can be extremely helpful in beating this very fast-paced game.

Besides the usual weapon-toting maniacs you'll face in the game, there are other dangers. One of the biggest threats in the game are mines. These round mines are located on some levels. They don't move, but as you're running around shooting, it's very easy to run into one. When you do run into one, you die. Another danger you'll face are the exploding mutants which walk around the perimeter of the arena. When they start flashing. they'll explode shortly afterward. When they do blow up, watch out for the shrapnel they spray; one hit will kill you. Well, you've been briefed. The curtain is almost up and it's time for the number one game show...Smash T.V.!!! The next contestant is YOU!

SPLAT!



You are one of Splat's Elite.
You fight to win; avoid defeat.

Go grab some food that falls in rows;
then throw it quick and splat your foes.

If hit by food your head will roll,
you're helpless then, until you're whole.

On entering the door you choose,
will flash bright red and glow;
you change it with the stick marked 'move',
and come out using 'throw'.

Go Splatter nerds for higher score.
Pick up food flying from the doors.

Pass through the door by catching keys,
and reach the other side with ease.

Your enemies are nasty. They will chase and bother you,
beware of speedy hit men, peels, & popcorn stalkers too.

The garbage creatures hop & jump.
Don't let them get too near.
One hit will slow them down a bit.
Two hits you're in the clear.

Your fellow player at your side can rid you or betray.
It's rough when you're not friendly,
but you get more points that way!

SpyHunter

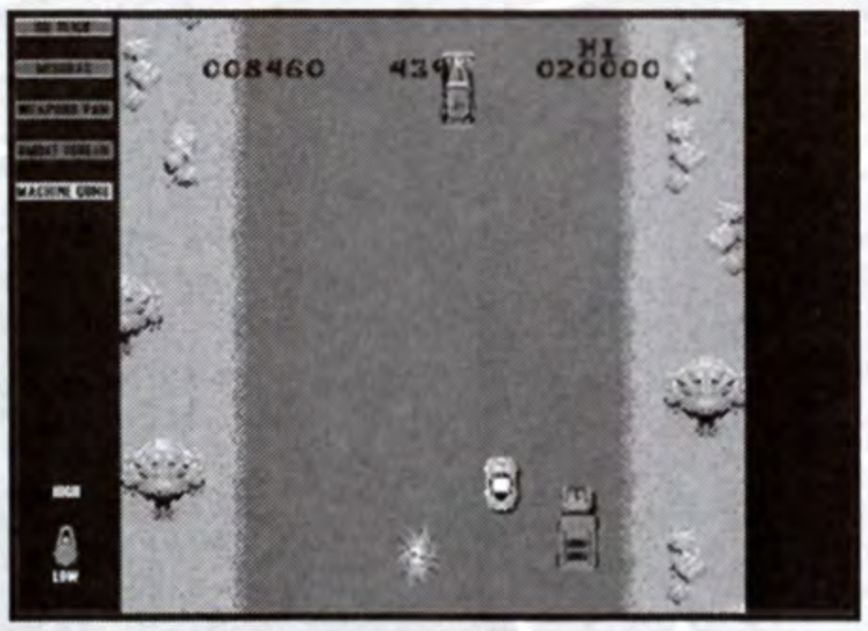
The BAD GUYS are at it again and the Freeways are no longer safe. BAD GUY Spies from all over have come to wreck havoc and chaos to this once peaceful area. Your mission is to destroy all suspicious vehicles but not the innocent motorists that also occupy the road. This sounds difficult, so we will supply you with as much info as possible. Details are sketchy right now as to who is behind this, but our intelligence network has come up with a few of the vehicles that the BAD GUYS are using.

We've code named cars with tire disabling abilities as "Switchblades." Bullet proof bullies have been dubbed "Road Lords". Be wary of the "Enforcers" for they are employed with men who specialize in Double Barrel Shotguns. Make sure to clear them ALL out. Oh yes, there's another thing - "The Mad Bomber." It's a fast attack Copter that loves to drop bombs. We'll supply you with the G-6155 CIA Prototype Interceptor that includes FV (fast vehicle)-Gasnata with Durani II Super Turbos, 20mm machine gun cannons, optional Super Slick anti-tailgating deterrents, Wang Type IV Smoke Screens, and Sutji-Wasp Missiles.

Replenishment of armaments will be available, thanks to Weapons Vans located in key areas. We also have a Prototype Speedboat, the FB (fast boat) - JT101 on standby. The waterways are also plagued with BAD GUYS: "Barrel Dumpers" and "Dr. Torpedo" himself may be on the prowl. Delay no longer, the situation gets more critical by the second...good hunting!

SPYHUNTER POINTS BREAKDOWN

The Race Lord	-	150 pts.
Switch Blade	-	150 pts.
The Enforcer	-	500 pts.
The Mad Bomber	-	700 pts.
Barrel Dumper	-	150 pts.
Doctor Torpedo	-	500 pts.



HINTS & TIPS

- Use your oil slick to permanently take out your enemies.
- The more speed you can maintain, the faster your points will add up.
- Earn 10,000 points before time runs out for a bonus.

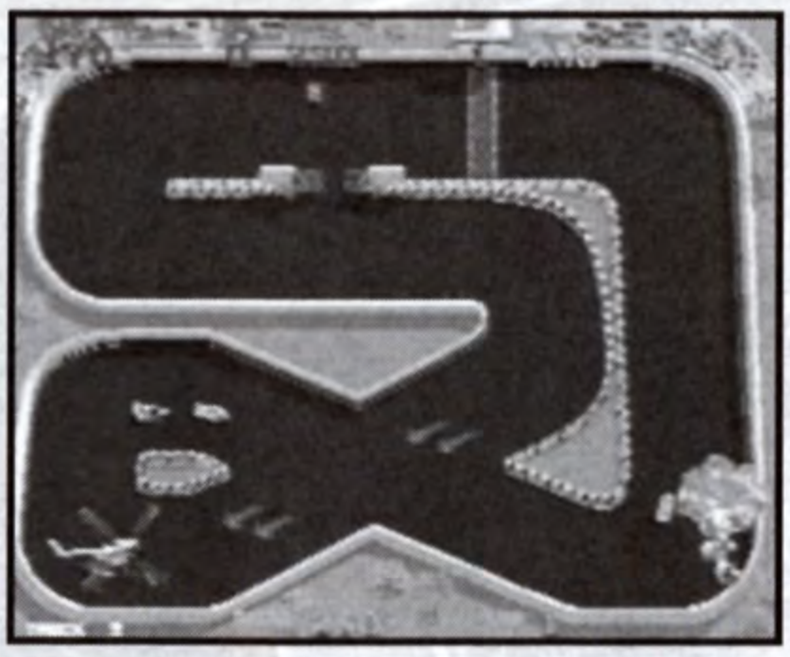
Super Sprint

The classic Formula-1 racing game returns! Steer your vehicle around a variety of tracks to the checkered flag. Each track features unique obstacles such as oil slicks, water and even tornadoes! Avoid these obstacles or you'll crash and burn.

PLAYING THE GAME

Just like a real car race, you must successfully complete laps around the track and place First in the race. Some tracks feature Bonus Wrenches. Once a player collects 3 Bonus Wrenches, they'll be able to enhance their car with one of three features. The three features (selectable after the race) are: Super Traction, Higher Top Speed and Turbo Acceleration. You may also choose to Increase Score. This will add 1,500 points to your score. Each of the three features can be upgraded 5 times during the game (if you're good enough). Just remember that you need three Bonus Wrenches before you can upgrade your car!

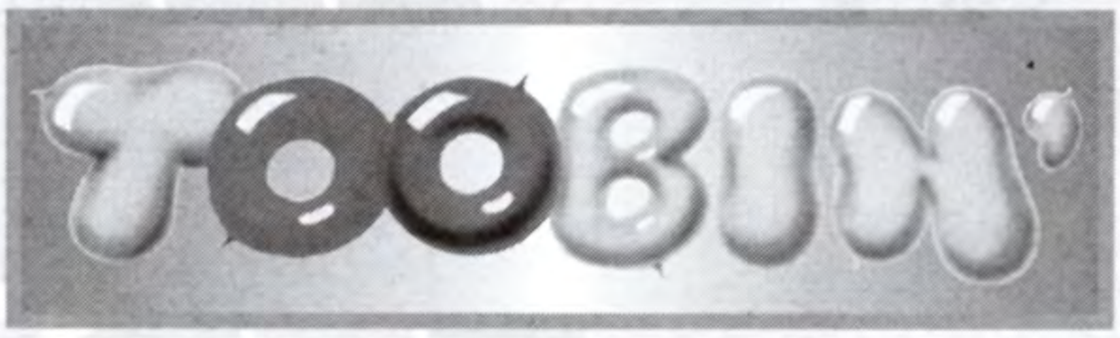
When you cruise around the tracks, you might want to go slowly at first to get a feel for your car. These cars go pretty fast and it's easy to crash. When you do crash, a helicopter will fly by and drop off another car for you. The helicopter might drop you off at a different spot from where you crashed, so be prepared to floor it to catch up!



MULTITAP COMPATIBLE

Super Sprint supports up to 3 players. Use a multitap (for PlayStation®2) to gain access to 3 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B, etc., when using a multitap.

Toobin'



There's no time to relax in Toobin'! The classic can-tossing arcade game is back with the same action and fun that make it a legend. Winding rivers filled with danger await you. Hop on an innertube and make waves as you try to reach the finish line!

PLAYING THE GAME

When you start the game, you will see the characters hop into the river. If you are playing a One Player game, you will race against the computer. Scoring points in Toobin' requires you to navigate through flags along the course. Each flag will decrease in point value every time you bump into it. Try to make it through the flags the first time. Flags can be worth anywhere from 150 to 25,000 points! Hidden letters that spell the word "TOOBIN'" are hidden in every race. Each letter will give you additional bonus points!

These waters are treacherous! Beware of things in the water and on the shore that will sink you. Luckily, you will find soda cans floating in the water. Find these cans and use them to temporarily stun the bad guys. Aim your rafter's legs in the direction you want to throw and press the ⊗ button. Be sure to keep some cans handy because with all the danger you'll encounter, you're going to need a helping hand. Besides, you're not here to throw cans, you're here to win a race!

During the game you'll travel to such exotic locations as the Arctic, the Mars Canals and even back to the Age of Dinosaurs! Every location has its own perils, so keep your eyes open and remember, don't slow down or the alligator will get you!

Vindicators

Date - In the year 2525
Place - Outside Galaxy TR15
Weapon - SR-88 Strategic Battle Tank
Mission - Intercept and destroy the invading forces from the evil Tangent Empire
Goal - Proceed through multi-level stations, securing each by demolishing its Control Center.
Codename - VINDICATORS!

As team commander of the SR-88 Strategic Battle tanks, you must face the evil, invading forces of the Tangent Empire. They're invading the galaxy with 14 space stations designed to defeat your team. Turrets and highly mobile armored tanks are constantly on patrol to protect the fortifications that Tangents have built.

With limited supplies and weapons, you must make a last stand, and attempt to defeat the invaders. The most powerful weapon in your arsenal is the SR-88 Battle Tank, but their fuel supply is very volatile. You must constantly replenish its fuel by picking up fuel canisters throughout the stations' many levels.

Battle stars can be found along the way. These are vital to enhancing your tank and adding weapons. Process generators convert the battle stars into powers and weapons while in transit between levels and stations. Only with these customized tanks can the evil Tangent Empire be conquered.

As you defeat each station, demolish its control room and take the supplies the fleeing Tangents have left behind. Proceed in their mothership to the next station for another battle.

Credits

MIDWAY GAMES WEST, INC.

PRODUCTION

Managing Producer ..... Nathan Rose
Associate Producer ..... Chad Lowe
Assistant Producer ..... Nico Bihary

QUALITY ASSURANCE

QA Director ..... Paul Sterngold
QA Manager ..... Rob Sablan
Quality Assurance Supervisor ..... Steve Kramer
Sr. Lead Quality Assurance Analyst ..... Jaime Bencia
Asst. Lead Quality Assurance Analyst ..... Rick Blair
Technical Standards Analyst ..... Chris Berg, Jason Jorgensen, Dan Kit, Josh Palmer & Ron Salleza
Product Testing Analysts ..... Curtis Barnes, Saleem Crawford, Jomel Fontanilla, Paul Gardner, Jared Hamiter, Ray Veercamp, Rick Waibel, Robert Warren & Travis Zander

MIDWAY MARKETING

VP Marketing ..... Helene Sheeler
Product Marketing Manager ..... David Watson
Dir., PR and Promotions ..... Marci Ditter
Dir., Channel Marketing ..... Christa Wittenberg

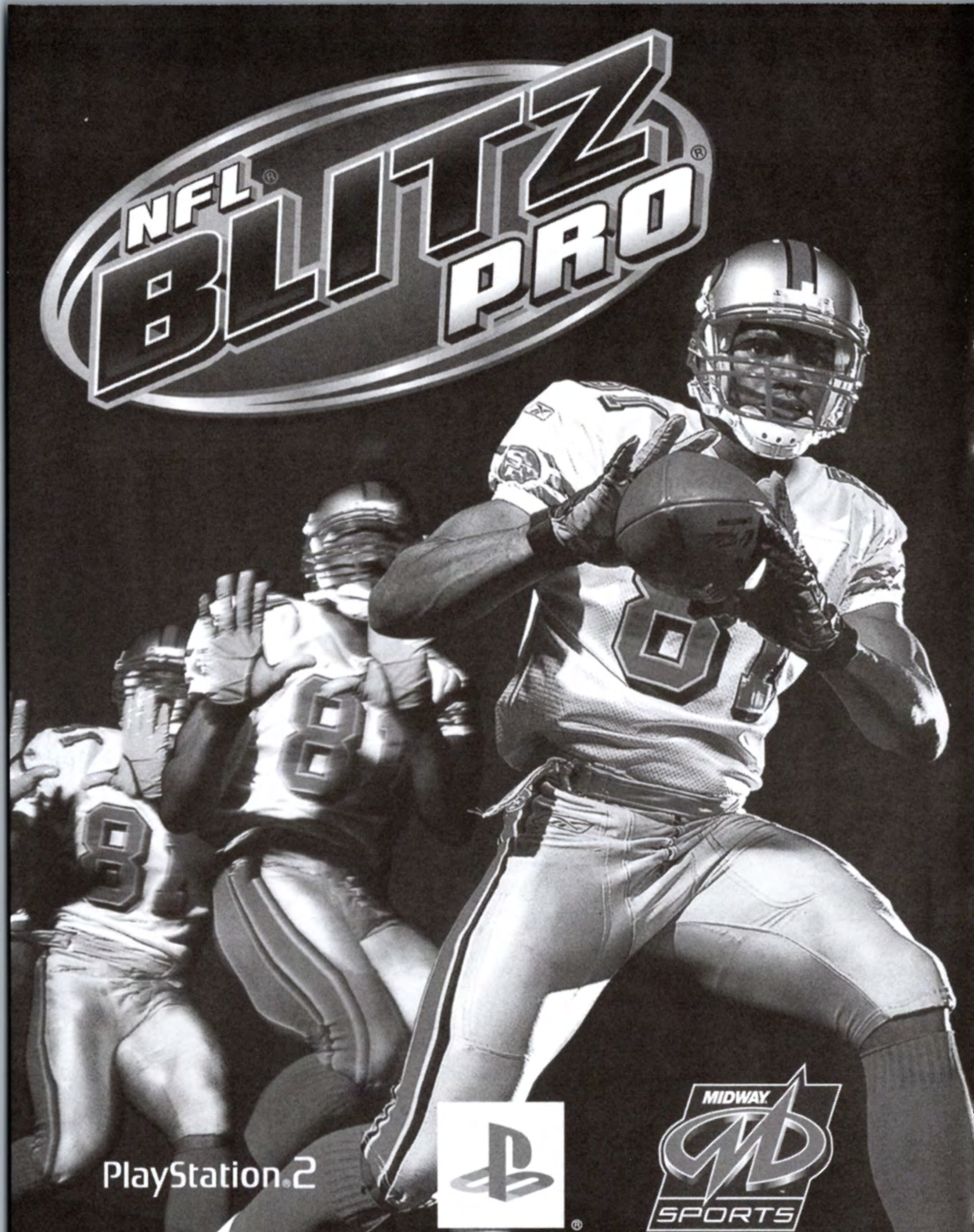
CREATIVE SERVICES - SAN DIEGO

VP Creative Services ..... Debbie Austin
Dir. Creative Services/Manual ..... Jon Mongelluzzo
Project Manager ..... Sally Nichols
Creative Designer ..... Matt Schiel
Assets Manager ..... Rare Macapayag

DIGITAL ECLIPSE SOFTWARE INC.

Console Programming ..... Ryan Thom
Emuniation Programming ..... George Phillips, Peter Phillips & Dan Filner
Emulation Programming & Technical Design ... Jeff Vavasour
Support Programming ..... Tod Frye, Gavin Horwood & Alex Amsel
Lead Artist ..... Anna Fong
Sound ..... Robert Baffy & Tom Johnson
Producer ..... Trent Ward
Interviewers ..... Chris Carla, Jon Bradley Snyder, Julie Palsmeier, Glen Saunders & Ralph McCarron
Video Post-Production ..... Image Impressions
Art Director (Canada) .....Ryan Siemko
Art Director (World Wide) .....Boyd Burggrabe
Creative Director .....Mike Mika
Executive Producer .....Andrew Ayre
Special Thanks .....Sean Kelly, Jean Baudin, Jeff Hanson, Stphen Beall & Irene, Zachary & Kyle

www.digitaleclipse.com



NFL® BLITZ® Pro © 2003 Midway Amusement Games, LLC. All rights reserved. BLITZ, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. © 2003 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially Licensed Product of Players Inc. The Players Inc logo is a registered trademark of the NFL Players. www.nflplayers.com ©2003 Players Inc. Used by permission. Distributed under license by Midway Home Entertainment Inc. Midway Amusement Games, LLC and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website. REEBOK and the Vector Logo are registered trademarks of Reebok International and are used under license by Midway Amusement Games, LLC. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

Warranty

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Midway Home Entertainment Inc.
Attn: Tech/Customer Support
PO Box 360839
Milpitas, Ca 95036-0839
www.midway.com

Midway Customer Support
(408) 473-9499
10:00am - 6:30pm / Central Time
Monday – Friday
Automated help line open 24 hours a day
Email: support@midway.com

Hints and Tips

For the hottest tips and codes for Midway Games, call 1-900-328-HINT (4468). Automated tips and codes are available 24 hours a day, 7 days a week. The cost for automated hints is $1.40 for the first minute, .99 cents per minute thereafter. Live operator support is 1.50 per minute and is available Monday through Friday from 9 am to 6 pm Pacific Time. You must be 18 years of age or older or have parental consent to call this number. A touch-tone phone is required. Messages are subject to change without notice.

MIDWAY

THE HUNT BEGINS AGAIN...

SPY HUNTER 2

Prepare to be Hunted November 2003

www.spyhunter2.midway.com

TEEN T CONTENT RATED BY ESRB

Violence

Spy Hunter © 2003 Midway Amusement Games, LLC. All rights reserved. SPY HUNTER, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. "Theme From Peter Gunn" Composed and Conducted by Henry Mancini, Published by Northridge Music Company (ASCAP)/ Universal MCA Music Publishing, a Division of Universal Studios, Inc. Distributed under license by Midway Home Entertainment Inc.

Midway Home Entertainment Inc., 675 Sycamore Drive, Milpitas, CA 95035.

Compilation © 2003 Midway Home Entertainment Inc. The following titles are copyright Midway Amusement Games, LLC: Spy Hunter © 1984; Robotron 2084 © 1982; Joust © 1982; Root Beer Tapper © 1983; Sinistar © 1982; Defender © 1980, Splat © 1982; Satan's Hollow © 1982; Rampage © 1986; Smash TV © 1990; Bubbles © 1983; Defender II © 1981; Blaster © 1983 Midway Amusement Games, LLC. The following titles are copyright Midway Games West: Gauntlet © 1984; Paperboy © 1985, 1999; Marble Madness © 1984; Roadblasters © 1987; Rampart © 1991; Super Sprint © 1986, 720° © 1986; Toobin' © 1988; KLAX © 1989; Vindicators © 1988 Midway Games West. MIDWAY, the Midway logo, SPY HUNTER, ROBOTRON 2084, JOUST, ROOT BEER TAPPER, SINISTAR, DEFENDER, SPLAT, SATAN'S HOLLOW, RAMPAGE, SMASH TV BUBBLES and BLASTER are trademarks of Midway Amusement Games, LLC. GAUNTLET, PAPERBOY, MARBLE MADNESS, ROADBLASTERS, RAMPART, SUPER SPRINT, 720°, TOOBIN, KLAX and VINDICATORS are trademarks of Midway Games West Inc. All rights reserved. Used by permission. Distributed under license by Midway Home Entertainment Inc. Midway Amusement Games, LLC and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.